Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of claims:

1. (currently amended) A method of determining a skill level [[in]] for individuals playing a card game in a tournament setting and being connected over a computer network, said method comprising:

   a) arranging said individuals into a plurality of groups;

   [[a)]] b) assigning players said individuals to a plurality of tables, each of said plurality of tables consisting of comprising a predetermined number of labelled positions each having a respective label for each of said plurality of groups;

   [[b)]] c) providing cards to each player said individuals over [[the]] said network such that players individuals seated at assigned to positions with the same label at each table have the same cards; and

   [[c)]] d) comparing performance of players individuals in the same group being at the same position at different tables after playing a game against others assigned to the same table and ranking such players said individuals as a measure of [[their]] skill [[level]] based on said performance.

2. (currently amended) A method according to claim 1 wherein [[the]] said card game is poker.

3. (currently amended) A method according to claim 2, wherein [[the]] said performance of players is determined [[by]] according to the amount of money [[they]] said individuals have at the end of [[the]] said card game.

4. (currently amended) A method according to claim 1, wherein players said individuals are ranked based on previous play prior to being assigned to said tables to obtain an even distribution of skilled individuals players.

5. (currently amended) A method according to claim 1, wherein [[the]] like-ranked players

individuals from each ~~tournament group~~ of said plurality of groups are reassigned to a common ~~tournament~~ group ~~for another~~ in the next round of play.

6. (currently amended) A method according to claim 1, wherein [[the]] said card game includes a draw.

7. (currently amended) A method according to claim 6, wherein [[the]] said draw uses a fixed number of said cards.

8. (currently amended) A method according to claim 6, wherein cards used for [[the]] said draw are pre-selected ~~preselected~~.

9. (currently amended) A method according to claim 1, ~~wherein card games are repeatedly played~~ comprising repeating game play for a predetermined amount of time.

10. (currently amended) A method according to claim 1, ~~wherein card games are repeatedly played~~ comprising repeating game play for a fixed number of rounds.

11. (currently amended) A method according to claim 1, wherein [[the]] said card game is blackjack.

12. (currently amended) A game system for playing a card game in a tournament setting comprising:
   a) a plurality of computers to be used by a plurality of individuals ~~players~~;
   b) a host server connected to each of ~~the players~~ said plurality of computers over a network;
   c) a tournament module [[in]] executed by said host server said tournament module being configured to divide ~~the players~~ said individuals using said computers into ~~tournament~~ a plurality of groups, and to assign said individuals to a plurality of tables, where said tables each comprise a predetermined number of positions each having a respective label ~~provide a table designation and table position to each player, each table position~~ corresponding to a respective one of said ~~tournament~~ groups;

    d) a dealing module [[in]] executed by said host server, said dealing module being configured to provide the same cards to said computers over said network such that individuals assigned to positions with the same label at each table have the same cards each player with the same table position;

    e) a monitoring module [[in]] executed by said host server and being configured to track the gameplay game play at each said plurality of tables; and

    f) a ranking module [[in]] executed by said host server and being configured to compare [[the]] performance of individuals in the same group being at the same position at different tables after playing a game against others assigned to the same table and rank said individuals as a measure of skill based on said performance players within each tournament group.

13. (currently amended) A game system according to claim 12 wherein [[the]] said card game is poker.

14. (currently amended) A game system according to claim 13, wherein [[the]] said performance of players is determined [[by]] according to the amount of money [[they]] said individuals have at the end of [[the]] said card game.

15. (currently amended) A game system according to claim 12, wherein players said individuals are ranked based on previous play prior to being assigned to said tables to obtain an even distribution of skilled individuals players.

16. (currently amended) A game system according to claim 12, wherein [[the]] like-ranked players individuals from each tournament group of said plurality of groups are reassigned to a common tournament group for another in the next round of play.

17. (currently amended) A game system according to claim 12, wherein [[the]] said card game includes a draw.

18. (currently amended) A game system according to claim 17, wherein [[the]] said draw uses a

fixed number of <u>said</u> cards.

19. (currently amended) A game system according to claim 17, wherein cards used for [[the]] <u>said</u> draw are <u>pre-selected</u> ~~preselected~~.

20. (currently amended) A game system according to claim 12, ~~wherein card games are repeatedly played~~ <u>comprising repeating game play</u> for a predetermined amount of time.

21. (currently amended) A game system according to claim 12, ~~wherein card games are repeatedly played~~ <u>comprising repeating game play</u> for a fixed number of rounds.

22. (currently amended) A game system according to claim 12, wherein [[the]] <u>said</u> card game is blackjack.